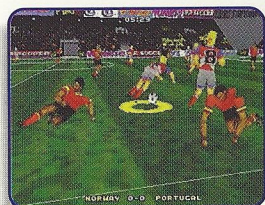


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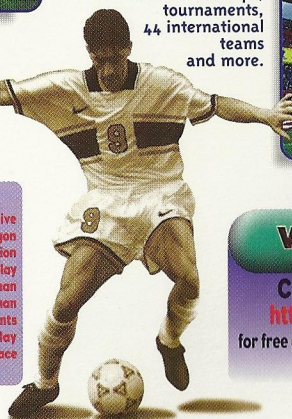
Virtual FieldVision™ lets you play soccer from any perspective, in a real-time 360° 3-D world.



Real-time player movement and control combined with electronically captured moves from actual players provides more realistic game play.

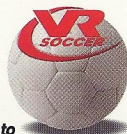
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- Realistic 3-D polygon figures and stadiums
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- Unlimited camera play angles
- 44 international teams
- 22-man squads and up to 8 skill levels per man
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Many options including customized cups, tournaments, 44 international teams and more.



VR SPORTS TIP

Check out VR Sports at <http://www.vrsports.com> for free game demos, sports tips and more.



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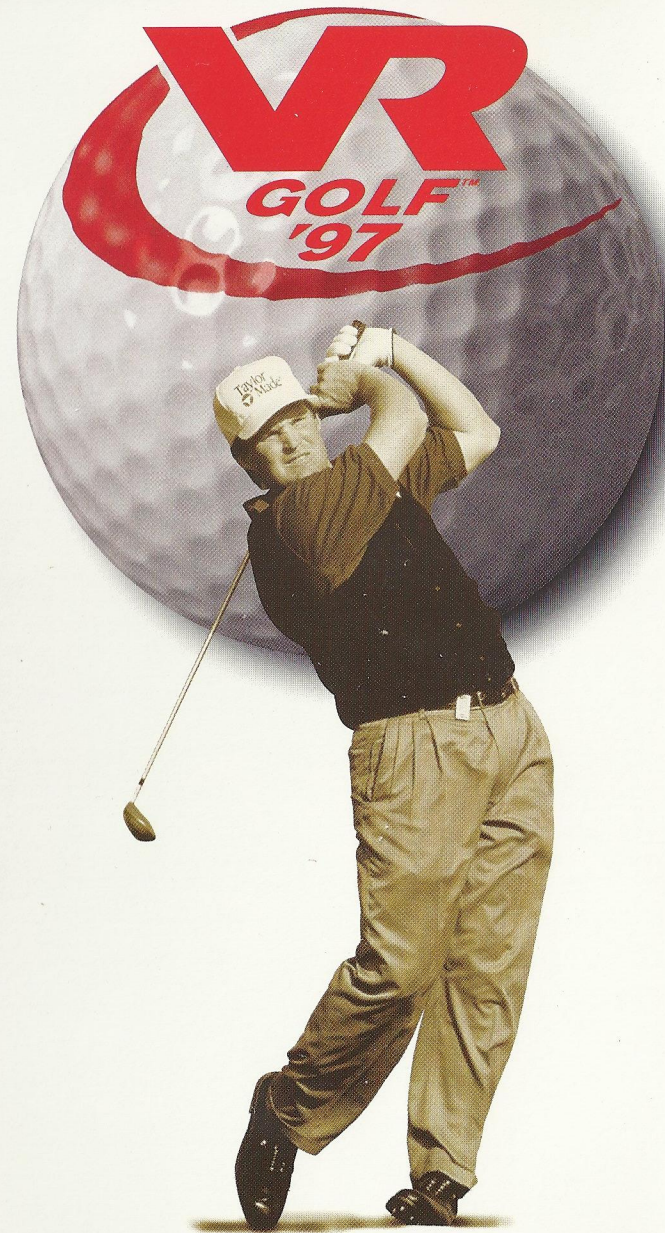
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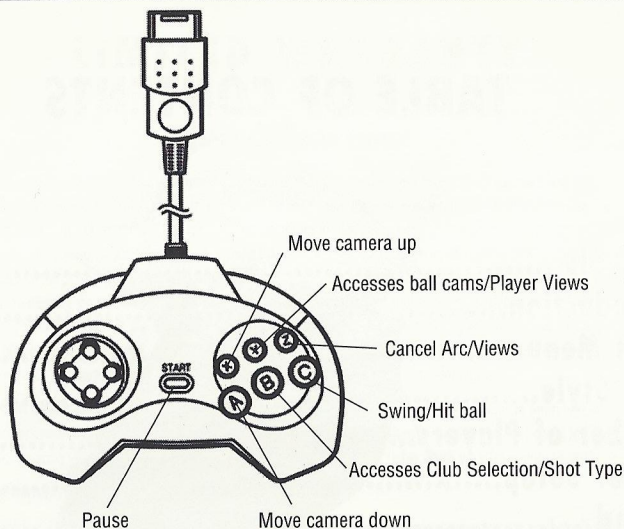
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WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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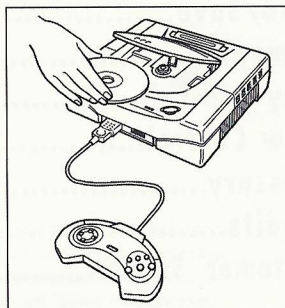
Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.

Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use.

Clean with a lint-free, soft dry cloth—wiping in straight lines from the center to edge. Never use solvents or abrasive cleaners.



In the Main Menu (and its sub-menus)

Directional BUTTON

Change highlighted options

- A** Decreases volume (in Sound sub-menu)
- C** Changes preferences within a highlighted option or increases volume (in Sound sub-menu.) Returns to Main Menu from sub-menu

During Gameplay

Directional BUTTONS

Move Camera/Arc Line

- | | |
|--|----------------------------------|
| A - Move camera down | R - View hole information |
| B - Accesses Club Selection/Shot Type | X - Move camera up |
| C - Swings/Hit ball | L - Options Menu |
| Y - Accesses ball cams/Player Views | Z - Cancel Arc/Views |

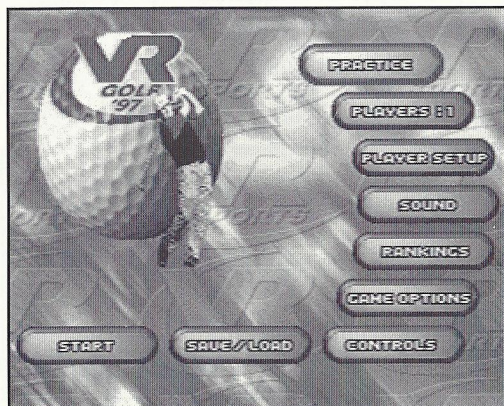
INTRODUCTION

VR GOLF '97 is a 3D simulation that captures the essence of the historic game of golf. It provides satisfaction to the player when things are going well and recreates the frustration felt when things aren't going so well. Together, these elements mirror the emotional roller-coaster of the real game.

VR GOLF '97 presents you with multiple playing styles from standard Strokeplay to the high stakes Skins game. The most innovative feature of VR GOLF '97 is the numerous camera angles that the 3D environment allows. This manual will provide a basic explanation of the camera possibilities but VR GOLF '97 invites you to experiment with the viewing freedom that these angles enable until deciding on the view that works best for you during gameplay.

MAIN MENU

After the introductory screens, the first screen that appears is the Main Menu. Here you will set all gameplay options prior to playing. Within the Main Menu and in all of its sub-menus, use the directional buttons to move from one category to the next and press the C button to change an option within a given category (pressing the Start button from a sub-screen returns you to the Main Menu). Once you have made your specifications highlight "START" and press the C button to play a game based on your selections.



PLAY STYLE

The first category that will appear highlighted on the Main Menu will determine the style of play, with rules variations, for that particular game. This category features the following options:

PRACTICE

A mode which simply allows you to focus on improving your game.

STROKEPLAY

In this most common form of golf, a stroke is counted for each club swing intended to hit the ball. The object is to finish the round with the lowest possible score.

MATCHPLAY

The object here is to win more individual holes than your opponent by scoring the lowest on each hole. If the players tie on a given hole, the hole is halved. If the score is even on the deciding hole, sudden death holes will be played until there is a winner.

SKINS

This form of golf attaches a monetary value to the winning of a hole. Prior to playing, you will decide the value of each hole. For example, if you determine that each hole is worth \$10,000, that amount will be awarded to the player who scores the lowest on the hole. If the players finish the hole tied, the \$10,000 is rolled over to the next hole making that hole worth \$20,000. The winner is the one who has made the most money by the end of the round. When playing 9 holes, the pot will double after 3 holes and treble after 6. When playing 18 holes, the pot will double after 6 and treble after 12.

FOURSOME

A four player game consisting of two teams in which the goal is to win the most individual holes. In this game, team members alternate shots (if team member #1 hits the drive, team member #2 hits the second shot). As in Matchplay, if the teams tie on a given hole, the hole is halved. Scoring is the same as Matchplay.

FOURBALL

This is a four player game with teams of two in which all players hit their own ball throughout the round. The team with the player who has scored the lowest on a given hole wins that hole. The object is to win the most individual holes with tied holes being halved.

AMA TOUR

The Amateur Tour consists of up to four human players while computer players round out the field for a total of 24 golfers competing on the two courses. A tour event consists of 12 pairings of golfers (twosomes) who play one round of 18 holes. The winner will be the one who scores the lowest, taking Handicap into consideration. There are no Gimmies or Mulligans allowed in this mode and the updated rankings and handicaps are displayed at the end of each competition. The Tour objective is to achieve a zero Handicap. When you have improved your Handicap to zero, you are then eligible for the Pro Tour. At that point you and five other golfers of similar ability can become professionals.

PRO TOUR

The Pro Tour consists of 48 players (up to four human) competing in four rounds (18 holes each round). In this mode you will play either Matchplay (round robin) or Strokeplay with no Gimmies or Mulligans allowed. After every third hole in a round a leader board will appear updating the tournament. In the third and fourth rounds, the top 20 leaders will be paired off with their nearest competitor (first with second, 19th with 20th, etc.). The fourth round of a Matchplay tournament will feature a third and fourth playoff between the losing semi-finalists from round three. At the completion of four rounds, prize money is awarded and world rankings and statistics are updated. When the tour is over, the bottom six finishers will be bumped from the Pro Tour and returned to the AMA Tour.



NUMBER OF PLAYERS

Use the C button to designate the number of human players (up to four) that will participate in the next game. Depending on what play style you have chosen, the number of players allowed may vary. If you select a four player game but only one human player, the three players that complete the foursome will be computer opponents.

PLAYER SETUP

Pressing C here brings up the Player Setup screen in which you can perform functions such as naming your player, selecting clubs for your bag and viewing statistics. You can save any specifications you have made from this screen as well as accessing player information you have saved previously by using the LOAD/SAVE option.

SOUND

On this screen, you can turn the audio on or off or adjust the volume for specific types of sound that you hear during gameplay. Pressing and holding C will increase the volume for a sound function while pressing and holding the A button will decrease the volume.

RANKINGS

Here you will be able to view the updated rankings for players on the Amateur or Pro Tours (assuming you have saved the results of these tours).

GAME OPTIONS

On the game options screen, you will select various game preferences and influencing factors such as weather conditions that will impact gameplay. Many of these options can also be accessed and changed during gameplay. You can toggle on and off the following options: Gimmes, Mulligans, and the Hole Map. The Grid option maps perpendicular lines on the ground to give a topographical appearance to the course or the green. The Zone grid will texture the area immediately around your golfer, while the Green grid will overlay the entire green when you are putting. The Weather option will take you to a sub-menu to adjust weather conditions which can greatly affect gameplay. Note: In Ama and Pro Tour the player has no control over weather. The weather icon will appear as "Tour Options". This contains options for pairing human vs. human player and human vs. cpu players.

Available commentator options are: USA Comm - Pat O'Brien; UK Comm 1 - Peter Alliss; UK Comm 2 - Tony Adamson; Mixed Comm 1 - Adamson and Alliss; Mixed Comm 2 - Alliss and O'Brien; Mixed Comm 3 - Adamson and O'Brien; and Mixed Comm 4 - all commentators. Arc allows you to choose which type of ball arc you wish to play with:



AMA: This arc will show you the exact path of the ball if you hit the shot exactly using the swingometer. Wind is not accounted for, however.

PRO: This arc shows the path of the ball under perfect conditions. That is, the PRO arc will show you the path of the ball as if it was hit from the tee or the fairway, even if you are in the heavy rough. This adds a level of difficulty because you, the player, must determine how terrain conditions will affect your shot. This also applies to putting. While putting, the PRO arc only determines the strength and direction of your swing, you must determine how the green breaks left to right and up and down hill.

NONE: This is by far the most difficult of the arc options. You will have no arc to help judge your shot. Your only assistance in making the shot is the club you are using and the direction your golfer faces.

CONTROLS

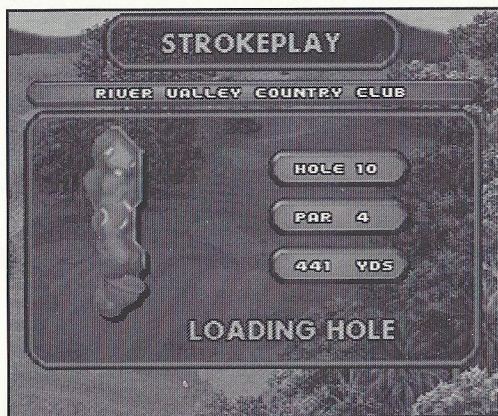
The Controls screen shows the game controller and highlights the button functions that apply during gameplay. You can change your configuration by highlighting the Type button and pushing C. You can also map different human players to different control pads by selecting the Controllers button. This will take you to a sub-menu where you can set up each human player with a different controller.

LOAD/SAVE

Bring up this screen to save a current game or retrieve a previously saved game.



GAMEPLAY



After making all necessary selections from the Main Menu and pressing C when START is highlighted, the next screen that appears asks you to select the course and number of holes to play. In some Game Types, the number of holes is selected by default. The two courses available are: The River Valley Country Club and The Royal Glen Golf Club (use the directional arrows to change the selected course). Next, choose the number of holes to play. On either course, you can play a full 18 holes or you can limit the round to 9 holes by selecting the Front 9 or the Back 9. Press C to get to the first tee (In Skins you will also determine the money value of the hole on this screen).

At the beginning of every hole, information regarding the hole number, par and distance to the pin will be displayed in the upper left corner. In the upper right corner you have three options: Play, Walk Hole and Fly By Hole. Use the directional arrows to move among these options and press C to choose one. To begin your game, select Play. Selecting Walk Hole allows you to view the hole using the directional arrows as well as the X and A buttons (which raise and lower the view). Fly By Hole provides a bird's-eye view of the hole as it sweeps toward the green accompanied by the announcer's description of the hole.



PLAY CONTROL

After selecting Play, you will be positioned behind your golfer looking down the fairway. Using the directional buttons and X and A, you can move the camera for a better view if you wish. Pressing Z will move the camera to halfway between your golfer and the pin. Pressing Z again will move the camera to the pin. A third press will return to the original position. Press C to bring up the shot information. You are ready to hit when the Ball Arc Line appears on screen. It indicates (See Arc types under Game Options on page 7) the flight path the ball will take if a shot is hit correctly. In the upper left of the screen your distance from the pin, selected club and hitting style are displayed. A miniature map of the hole appears just below this information. Your current shot number is located in the upper right of the screen just above a wind indicator. The Swingometer is located at the bottom right of the screen and it is where your attention should be focused during a shot.

BALL ARC

The Ball Arc can be adjusted by moving the directional arrows left or right. The length of the shot can also be altered by pressing the up (increasing the distance) or down (decreasing the distance) on the directional buttons. In its default position the length of the Arc is determined by the club currently selected. Over the course of the round you will find that the color of the Ball Arc Line can change. When it appears yellow, this indicates that although you are not in line with the hole, if you hit your shot correctly, your ball will land safely to set up the next shot. If the Arc is white, this means that your shot is lined up directly with the hole. If the Arc is orange, an obstacle (like a tree) has been detected you run the risk of striking that obstacle if you proceed with the shot on that path. If the Arc appears red, an obstacle has been detected that you will definitely strike if you proceed with the shot.

SWINGOMETER

After positioning the Ball Arc Line to your satisfaction, pressing C will start the Swingometer in motion. The rising indicator represents the power of the swing and pressing C when it reaches the yellow line in the red zone gives you the best chance to optimize the length of the shot. The decreasing indicator represents the accuracy of the shot and pressing C on the white line in the blue zone will provide the most accurate shot. If you press C before the indicator reaches the yellow line, the shot will be hooked. Pressing C after the indicator has passed the yellow line causes the shot to be sliced.





FADE AND DRAW

To Fade a shot, hold down R and press the left directional button until the Ball Arc Line displays the desired amount of Fade. To Draw the ball, hold down R and press the right directional button to achieve the desired amount of Draw. The ball cannot be made to Fade or Draw while putting.

CLUB SELECTION / SHOT TYPE

To change a club selected by the caddie or to alter the type of shot you want to hit, press B. Use the left and right directional arrows to move between the two windows that appear on screen and the up and down arrows to move within the windows. Press C to change the club or shot type. Press B to return to the game.

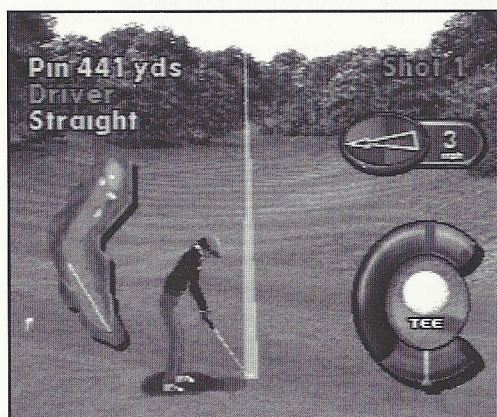
CONTINUE / REPLAY / MULLIGAN / GIMMIE

After shot is completed, pressing C while Continue is highlighted will immediately send you to your next shot. Selecting Replay brings up a menu with different camera angles from which you can review the shot that was just made. Selecting Mulligan allows you to re-take the last shot without costing a stroke. If your shot is very close to the hole, you may be able to take a Gimmie. This automatically sinks the putt, adding one stroke and finishing the hole. Mulligans and Gimmie are only allowed in certain games.

OPTIONS

Pressing the "L" button brings up a list of options for gameplay that can be turned on or off here. The Map refers to the miniature hole map that appears on the left side of the screen prior to hitting a shot. The Zone Grid and the Green Grid enable you to better see the contours of the course. Gimmie automatically counts a putt that is extremely close to the hole without the player executing the putt. With Mulligans you can re-shoot the last shot that was played poorly. Caddie automatically selects a club for you based on distance from the hole and the lie of the ball. Sound and Commentary, can be turned on and off from here. Load/Save and Quit Game also.

Press the Start button to pause a game or resume a paused game.



VIEW CONTROL

During gameplay, the X button will raise the view, and pressing the A button will lower the view. Pressing Z removes the Ball Arc Line from the screen and enables you to control the view using the directional buttons. Up arrow moves the view towards the green, the down arrow pulls back, pressing left and right moves the view in those respective directions. Pressing C returns you to gameplay mode. Pressing Y brings up two windows that allow you to choose from a list of predetermined angles for Player Views and Ball Cameras.

PLAYER VIEWS

Use the directional arrows to move up and down the list that appears on the right side of the screen. Press C to select the angle and press Y to return to gameplay. After you have selected a Player View angle and returned to the gameplay screen, you can still adjust this view using the Z button and directional buttons as you did before (after pressing Z to remove the Ball Arc Line from the screen). After settling on a satisfactory view, this perspective on the shot will remain on screen until you hit the ball. You can choose among the following views:

Behind Golfer:	Views shot just a few feet behind golfer
Golfer's Eye:	Views shot from the golfer's point of view
Aerial View:	Views shot from overhead
Fairway:	Views shot from above the fairway
Green:	Views shot from above the green, centered on the golfer
Green Left:	Views shot from behind the green, left of golfer
Green Right:	Views shot from behind the green, right of golfer
Green High:	Elevated view from behind the green, centered on golfer
Green Left High:	Elevated view from behind the green, left of golfer
Green Right High:	Elevated view from behind the green, right of golfer
Aerial Green:	Views shot from directly above green
Behind Pin:	Views shot from the side of the pin opposite, the golfer

BALL CAMERAS

As soon as the ball is struck, the view shifts to one that focuses on the flight of the ball. To change this view, press Y to view the Ball Cameras on the list that appear on the left side of the screen. Press C to select an angle and press Y to return to gameplay. You can choose among the following cameras:

Behind Golfer:	Views shot just a few feet behind golfer
Golfer's Eye:	Views shot from the golfer's point of view
Aerial Pan:	Views shot from overhead
Pan:	Camera positioned from the side, pans with the ball as it passes
Track:	Camera "chases" the ball from behind
Reverse:	Ball "chases" the camera
Into Cam Pan:	Camera positioned in front of the ball, and pans with it as the ball passes
Into Cam Track:	Camera positioned in front of the ball, and then pulls back as the ball passes
Into Cam Reverse:	Camera positioned in front of the ball, and then pulls back as the ball passes
Static Reverse:	Views ball from in front of the shot, camera remains fixed for the duration of the shot
Player Position:	Maintains the view currently selected in Player Views
Intellcam:	Automatically chooses the best possible camera to view the shot



GLOSSARY

Back 9: The last nine holes on the course.

Birdie: A score that is one stroke under par.

Bogie (Double/Triple Bogie): A score that is one stroke over par. A Double Bogie is two over par, a Triple is three over par etc.

Bunker: See Sand Trap

Chip: This refers to a short distance stroke onto the green. Chip shots are generally hit fairly high into the air to keep the ball from running very far once they hit the green.

Chip-and-Run: This is a chip shot hit so that the ball will run after landing, thus making it easier for the ball to fall in the hole. This shot is generally used when hitting from the fringe when the golfer can aim for the hole more precisely.

Cup: The hole into which you try to hit the golf ball. The name actually derives from the metal or plastic cup which is placed in the hole to keep its size exact and to hold back the earth.

Draw: This type of stroke is intentionally hit with the club face closed somewhat to force the path of the ball to curve towards the golfer.

Drive: On par 4 and 5 holes, the first hit which is taken from the tee box.

Driver: Also the 1 Wood. This club is used to achieve the longest hits and is usually only used off the tee. The driver is generally the largest club and has only 8(deg)-11(deg) loft.

Drop: After hitting into a water hazard, golfers are allowed to take either a re-hit or a Drop. A drop is when the golfer picks a point between the spot where the shot was taken and the edge of the hazard. The ball can be dropped anywhere along this line and the next shot proceeds from there. A penalty stroke is usually assessed when a drop is taken.

Eagle (Double Eagle): A score that is two strokes under par. A Double Eagle Albatross is 3 strokes under par.

Fade: This stroke is intentionally hit with the club face opened slightly to curve the path of the ball away from the golfer.

Fairway: The finely kept grass that generally runs directly between the tee and the green. The Fairway affords much longer and more precise hits than other areas on the course.

Flag: The flag marks the location of the hole so that it can be seen from a distance.

Front 9: The first nine holes on a course.

Gimmie: An automatically executed putt. In many games, when you are very close to the hole and there is little chance you could miss the putt, gimmie are offered. This is most commonly allowed in Match Play.

Green: The area immediately surrounding the hole. The grass here is extremely well groomed and cut very short. This allows for precise putting when near the hole.

Handicap: A number of strokes that are deducted from your score automatically. Handicaps are used to make the playing field more level in Amateur Tournaments.

Hazard: Any obstacle on the course that makes it more difficult to finish the hole. These include sand traps and bodies of water.

Hole-in-One: A score of one on any hole.

Hook: A miss-hit whereby spin is imparted on the golf ball making the path of the ball curve towards the player.

Iron: Irons are the flat-headed set of clubs used for both hitting shorter distances and getting out of sand and rough. Irons are numbered 1 through 9, and vary from the 1 Iron which has very little loft (for long, low hits) to the 9 Iron which has quite a bit of loft (for shorter, high hits).

Mulligan: A free chance to re-hit the ball. This does not conform to USGA rules, but is often allowed among friends.

Out-of-Bounds: Each hole has a marked set of bounds over which the golf ball cannot pass (however, if the ball passes the boundary and rolls or bounces ball back in, it is not considered out-of-bounds). If you hit over this boundary, you are penalized a stroke and distance.

Par: A gauge for the difficulty and length of each hole. The number following par indicates the score a golfer shoots for on the hole. Golf holes consist of par 3's, 4's, and 5's. Par 3 holes are short, generally no longer than about 250 yards. Par 4 holes range from roughly 250 yards to 450 yards. Par 5 holes are usually longer than 450 yards.

Pin: This is another term for the flag.

Pitch: This generic term is usually applied to longer shots onto the green. Like chip shots, the ball is usually hit with a high iron or the pitching wedge to give the ball a lot of loft so that it will stick to the green better.

Pitching Wedge (P Wedge): This club has even more loft than a 9 iron, typically 50(deg)-56(deg). This is used to hit a very high, but short, shot which should not run very far on the green.

Punch: This type of stroke is used when hitting out of heavy rough or sand. A punch goes deeply underneath the ball in order to force it up out of the hazard. In some cases, the club never hits the ball, but rather pushes the ball up using the sand or grass the ball is buried in.

Putt: The shot taken on the green using a putter. Putts do not leave the ground and require the most precise reading of the terrain.

Putter: The club used to hit putts.

Re-Hit: After hitting out-of-bounds or into a water hazard, golfers are allowed to take either a Re-Hit or a drop (Out-of-Bounds shots must be Re-Hit). A Re-hit allows the golfer to hit another ball from the same location as the last stroke. A penalty stroke is still added to the golfers score.

Rough (Heavy Rough): The highest grass on the course, and therefore the hardest to hit out of.

Sand Trap: A sunken area of the course that is filled with sand. Sand traps are dangerous hazards because the sand is a difficult medium to hit the golf ball out of.

Sand Wedge (S Wedge): This club is a little heavier than a Pitching Wedge which allows it to plow through sand and get underneath a ball trapped in the sand.

Slice: A miss-hit in which unintentional spin is put on the golf ball causing the path of the ball to curve away from the golfer.

Stroke: A club swing which contacts the golf ball. The score in golf is comprised of the number of strokes taken on each hole to sink the ball.

Stroke and Distance: This refers to the penalty incurred for hitting the ball Out-of-Bounds. You must re-hit from the original position and are penalized a stroke. Thus a drive hit out of bounds would be taken from the tee, but the golfer would be taking their 3rd stroke.

Tee: The item you may elect to put the ball on in the Tee Box.

Tee Box: The very beginning of the hole. This area is generally slightly elevated and is well kept.

Wood: Longer clubs with fuller heads, woods are used to hit the ball long distances from easier lies. Woods are generally numbered 1 to 5, ranging from the 1 Wood (driver) which has very little loft to the 5 Wood which has good loft. Woods are so named because the club heads were originally made of wood, although the modern game of golf rarely sees true Woods anymore. There are higher numbered woods, such as the 7 and 9, which can be used to hit from rough. These woods are generally referred to as 'utility woods'.

CREDITS

For VR Sports

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Music and SFX: **Neil Biggin**

Commentary Script: **Peter Cook, Neil Biggin, Neal Cheatham**

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Localization: **Sarah Bennett**

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Quality Assurance Manager: **Carl Cavers**

Lead Playtester: **Carl 'Baggins' Bilby**

Testers: **Jonathon 'Doc' Savage, Lee Brian Campbell (aka The Ginger Prince), Sim 'Beer Hunter' Furniss, Julia 'Are you being served?' Sturman, Nicola 'Wurzel' Grice, Stephen 'The Equalizer' Woodward, and Philip 'Highlander' Wilson.**

Customer Support

If you have any questions about this, or any other VR Sports product, you can reach our Customer Service/Technical Support Group at:

VR Sports
16815 Von Karman Avenue
Irvine, CA 92606

Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 955-9592.

Please have your system information available, or better yet, try to be at your PlayStation™. The more detailed information you can provide our support personnel, the better service we can provide you.

Internet: You can reach VR Sports by sending Internet E-mail to "support@vrsports.com". Many VR Sports demos and patches are available for PC and Macintosh on our World Wide Web and ftp sites. To visit our World Wide Web site, point your browser to: "http://www.vrsports.com" or you may ftp to "ftp.interplay.com/pub/vrsports".

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